

ABSTRACT OF THE DISCLOSURE

Method and Apparatus for Producing Animation

5 In some embodiments, a method includes generating blurred copies of an object
by applying multi-texturing to the object during one pass through a graphics processing
pipeline. In some embodiments, a graphics pipeline includes a texture memory and a
graphics processor coupled to the texture memory. The texture memory provides a
location to store texture information. The graphics processor provides processor to
10 process the texture information by shifting and blending the texture information in one
pass through the graphics processor to obtain shifted and blended texture information.

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